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> Issue: #97 STReportâ ¢   The Online Magazine of Choice!

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> The Editor's Podiumâ ¢

    We must, in all fairness, state that the disappearance of Category
26's topic #2 last weekend was not a deliberate act on the part of anyone
at GEnie or Atari. The system suffered a minor crash. Which, by the way,
was corrected by Monday noon.   We made mention of this because we saw
where a message string had started on F-Net insinuating there had been
censorship of some kind. Again, this was not the case and all is restored
from the internal error (crash)...(I never thought * I * would be
defending GEnie!). Alas, fair is fair.

    To all those who are busy fussing and fuming, lighten up.   Atari is
taking the steps needed to grab more than a simply a share of the market.

What we have unfolding is beginning to take place, "somebody" at Atari has
a flair "ala theatre". Be prepared for the 'fanabulous fanfare' and at
the same time be ready to see a NEW Atari. Aggressive, competitive and
finally awakened to the wants of the market. Before 60 days are behind
us, it will have begun to fully take place.

                         Thanks for your support,

                              Ralph.....

                         "ATARI IS BACK!"

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                    :HOW TO GET YOUR OWN GENIE ACCOUNT:
                    _____

        To sign up for GEnie service: Call: (with modem) 800-638-8369.

              Upon connection type HHH (RETURN after that).
                      Wait for the U#= prompt.
                   Type XJM11877,GEnie and hit RETURN.
              The system will prompt you for your information.

               THE GENIE ATARI ST ROUNDTABLE - AN OVERVIEW
               _____

The Roundtable is an area of GEnie specifically set aside for owners and
users of Atari ST computers, although all are welcome to participate.

There are three main sections to the Roundtable: the Bulletin Board, the
Software Library and the Real Time Conference area.

The Bulletin Board contains messages from Roundtable members on a variety
of Topics, organized under several Categories. These messages are all
Open and available for all to read (GEnie Mail should be used for private
messages).

If you have a question, comment, hot rumor or an answer to someone else's
question, the Bulletin Board is the place to share it.

The Software Library is where we keep the Public Domain software files
that are available to all Roundtable members. You can 'download' any of
these files to your own computer system by using a Terminal Program which
uses the 'XMODEM' file-transfer method. You can also share your favorite
Public Domain programs and files with other Roundtable members by
'uploading' them to the Software Library. Uploading on GEnie is FREE, so
you are encouraged to participate and help your Roundtable grow.

The Real Time Conference is an area where two or more Roundtable members
may get together and 'talk' in 'real-time'. You can participate in
organized conferences with special guests, drop in on our weekly Open
COnference, or simply join in on an impromptu chat session. Unlike

posting messages or Mail for other members to read at some later time,
everyone in the Conference area can see what you type immediately, and can
respond to you right away, in an 'electronic conversation'.

    ****

FOR YOUR INFORMATION: If you use a Courier HST or Dual Standard, and have
to enter the (AT &M0) when calling GEnie, try this, place the following
after the phone number in your dial directory: ;M0O   That's it and it
does work no more strange behavior.

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> CPU REPORTâ ¢
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  Issue # 31

by Michael Arthur

Remember When....

      A small joystick company called Amiga Corp. ventured into an effort
with Jay Miner, the designer of the Atari 400/800 chipset, to create the
'ultimate arcade machine', called the Lorraine, and how Jay Miner's goal
was to create a machine capable of running a realistic flight simulator?

CPU Systems Roundupâ ¢ X
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          Practical Computer Systems II: Power Without the Price
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Part II

      In Part I of this Series, I showed a list of the most powerful Dream
Systems that could be configured in the low/middle end of the
microcomputer market, giving these systems (and the majority of home/small
business compute users) access to performance usually found in high end
microcomputers.   While there were newer computers and peripherals that
could have been included, the list was generally accurate.   Now I will
compare these "Practical" Dream Systems, stacking their various features
against each other to determine which ones you could safely consider the
"best".

      And while this essay mainly concerns the greatest capabilities that
can be supplied for the major low/middle end microcomputers at a cost
which is reasonable to a large percentage of computer users, it can also
help to show which computer system in the low/middle end of the computer
market is both the most powerful, and a good example of "Power Without the
Price".

Presented here is a Graph of the features of each Practical Dream System:

Practical Dream Systems List:
(Comparison of each Systems' Optimal Features)

Dream System	Main Chips, Megs of RAM	MainChip Speed	Mass Storage	Expansion Slots	Graphics Displays/ Best Resolution(s)
IBM 286 System	Intel 80286 Two Megs	20 MHZ	70 Meg Hard Drive	Three IBM PC/AT	320*200*256 Colors 640*480*16 Colors
Mac Plus System	68020/68881 Two Megs	16 MHZ	70 Meg Hard Drive	None	512*342 w/Monochr.
Amiga 500 System	68020/68881 2.5 Megs	14 MHZ	65 Meg Hard Drive	Two Zorro II	320*200*4096 Colors 640*400 w/16 Colors
Apple IIgs System	65816 Chip Two Megs	7 MHZ	40 Meg Hard Drive	Three II/IIgs	320*200*4096 Colors 640*400 w/16 Colors
Mega 2 ST System	68000 Chip Two Megs	16 MHZ	65 Meg Hard Drive	One Mega ST	320*200 w/64 Colors 640*200 w/4 Colors

Based on both this graph and the System Descriptions, I have made these Standings:

IBM 386 Dream System: Third Place

     The IBM system is very well rounded in features, provides all the power of a Dream System, and is priced reasonably enough for a large percentage of computer owners.   Also, its price/performance ratio has improved very well since the last Dream Systems Essay, but its somewhat high price still keeps it from getting First or Second Place....

     Mac Plus Comparison: The IBM is superior to the Mac Plus in the number of Expansion Slots, and graphics capabilities, is roughly equal in processing speed and amount of mass storage, and is inferior in the amount of RAM. Since the Mac Plus System also costs more, the IBM system scores higher than the Macintosh.

     Amiga 500 Comparison: The IBM is superior to the Amiga 500 in the number of expansion slots, is roughly equal in processing speed (given that the IBM System doesn't have a math chip), amount of Mass Storage, and graphics capabilities, and is inferior in the amount of RAM. But although the IBM and Amiga Systems are roughly equal in many aspects, the usual deciding factor of price/performance cannot be used by itself, since both systems are near the same price range. Therefore, the decision becomes partly based on whether you think the amount of RAM in a system is more important than the number of expansion slots. Since CPU Report thinks RAM is more important, and given the Amiga's cheaper price, the Amiga system scores higher overall than the IBM system, but only by an EXTREMELY tight margin....

     Apple IIgs Comparison: The IBM is superior to the Apple IIgs in the amount of mass storage, processing speed, and is equal in the number of expansion slots and graphics capabilities, and is inferior in the amount

of RAM.   Since the IBM System also costs less than the Apple IIgs system, the IBM system scores MUCH higher than the Apple IIgs system.

    Mega ST Comparison: The IBM is superior to the Mega ST in processor speed, the number of expansion slots, and barely superior in graphics capabilities. It is equal in the amount of Mass Storage, and in the amount of RAM. However, even though the IBM System scores higher in terms of system performance, the Mega ST is much less expensive, and scores higher in terms of price/performance. Since the "Power Without the Price" test is valid here, the Mega ST scores higher than the IBM system, but only on a technicality....

Macintosh Plus Dream System: Fourth Place

    The Mac Plus System has retained most of its processing speed, and is well-balanced in almost every other area. However, it is very inferior in graphics capabilities, which cripples its chances against the other Systems. Since it also is one of the most expensive systems, its ratio in price/performance is comparatively weak.   This, ultimately, prevents it from becoming a top contender....

    Amiga 500 Comparison: The Mac is barely superior in processing speed, roughly equal in the amount of mass storage, and is inferior in the number of expansion slots, the amount of RAM, and its graphics capabilities.   Also, since the Mac Plus System costs much more, the Amiga system scores higher than the Mac Plus....

    Apple IIgs Comparison: The Mac is superior to the Apple IIgs in processing speed and amount of mass storage, and is inferior in the amount of RAM, the number of expansion slots, and its graphics abilities. Also, since the Apple IIgs actually costs MORE, and the Mac Plus System has a vastly better price/performance rating, if you can live without color graphics, then the Mac scores MUCH higher than the Apple IIgs.

    Mega ST Comparison: The Mac is superior to the Mega ST in overall processing speed, is equal in the amount of RAM and mass storage, and is inferior in the # of expansion slots, and graphics capabilities. Since the Mac costs much more, the Mega ST is superior in price/performance, and scores higher than the Mac Plus System, based on the "Power Without the Price" criteria....

Amiga 500 Dream System: First Place - The Best System Currently Available

    In the first Dream Systems Essay, the Amiga 500 System was the least expensive setup on the list, having a surprising amount of power, and well-balanced features which made it a VERY good example of "Power Without the Price". In fact, the only reason that it wasn't First Place before is because of its processing speed.   However, the Amiga 500 System has improved in this regard, causing it to take First Place.

    This may not fare as well for the Atari ST's future, since it indicates that the Amiga may be both technologically superior in the average user's system configurations, and better in terms of "Power Without the Price", Atari's slogan. However, since the Amiga won only by the virtue of a 68020/68881 combo, the Atari ST still has the advantage of time, given that the Amiga market has become somewhat saturated with such products, while the US Atari ST market is fairly underdeveloped. But since Atari is coming out with the 68030 TT, the Amiga's advantage may be

shakier than expected.   But ONLY if the 68030 TT is aimed at the middle
end of the computer market, and only if it provides a significant enough
improvement over both the ST, and its potential competitors....

        Apple IIgs Comparison: The Amiga 500 is superior in the amount of
mass storage, processor speed, and the amount of RAM, is equal in graphics
capabilities, and is inferior in the number of expansion slots. While the
Amiga is more powerful than the Apple IIgs in terms of performance, as it
is also MUCH less expensive than the Apple IIgs system, the Amiga blows
away the Apple IIgs.

        Mega ST Comparison: The Amiga 500 is superior to the Mega ST system
in the amount of RAM, the number of Expansion Slots, and processing speed,
and is roughly equal in the amount of mass storage and graphics
capabilities....

        The reason for the latter statement is that the Amiga can ordinarily
display a maximum of 32 colors in low resolution, and it takes a complex
amount of coding (and many processor-intensive operations) in order to
manipulate the Amiga's bit planes in HAM mode so the Amiga will display
4096 colors at the same time. Since the Mega ST system is able to display
64 colors in low resolution, it is actually superior in this regard to the
Amiga system, and since, just as in the Amiga system, special programming
could be used to let the ST display 4096 colors at the same time, the Mega
ST would technically be superior to the Amiga system in graphics....

        Also, given that the main focus was in price/performance, it is VERY
hard to judge which system is the best, since BOTH systems have similar
prices,   have   similar   capabilities,   and   have   equally   superb
price/performance ratings. But since it isn't inferior to the Mega ST
System in ANY regard, the Amiga scores higher than the Mega ST....

Apple IIgs Dream System: Last Place

        The Apple IIgs is, simply put, a real-life anomaly.   In some areas,
such as graphics capabilities and expansion capabilities, it has top of
the line features.   However, some aspects of the IIgs system, like its
slow 65816 processor, are a sorry sight to behold.   Also, since it is
priced almost as high as a middle-end computer system, but does not have
the corresponding capabilities, the Apple IIgs has a bleak future indeed,
as an overpriced, underpowered computer with no obvious benefits does not
become TOO popular in the computer industry....

Mega ST Dream System: Second Place

        Providing   many   of   the   capabilities   found in middle end computer
systems, while being priced towards the low/middle end of the market, the
Mega ST system has an excellent price/performance rating, and is a superb
example of its maker's slogan of "Power Without the Price".   However, it
hasn't improved significantly since 1985, and doesn't support the 68020 or
68030 chips which could give it added capabilities.   It seems that the
Mega ST, in this predicament, has the capability to slip behind its
competitors in a fierce market....

        Given   that   the   Amiga   500   system's   only   advantage   in hardware
price/performance was the variety of add-in boards out for it, the Mega ST
does have the potential to overtake it in this area, if new accelerator

boards for the ST are introduced. However, since 68020/68030 support was
vital for the Amiga System's performance, it will soon become necessary
for the Atari as well.   But this is also an indication of what could
happen if the Atari ST does not utilize its potential by becoming the
dominant standard in a market which it currently has an advantage in....

        So as to account for future developments, I have included a list of
Low/Middle End Entry Systems which would be affordable to almost all
computer users, so accurate comparisons can be made between present
Practical Dream Systems and future Entry systems.   While some of these
systems simply make minor modifications on old systems, and while all of
these systems lack some "Dream System" features, as shown by Atari's
Laptop ST (known as the Stacey), sometimes this is an easy tradeoff, which
can result in a system with VERY good price/performance, excellent
functionality, and a computer which can serve most home/small business
user's needs as well as a higher-priced system....

Upcoming Systems' Features:

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_____
Dream     |Main Chips,|MainChip|Mass      |Expansion|Graphics Displays/ |
System    |Megs of RAM|Speed   |Storage   |Slots    |Best Resolution(s) |
----------|-----------|--------|----------|---------|-------------------|
Atari     |68000      | 16 MHZ |  20 Meg  |   One   |320*200 w/64 Colors|
Laptop ST |  One Meg  |        |Hard Drive| Mega ST |640*200 w/4  Colors|
----------|-----------+--------+----------+---------+-------------------|
IBM 8086  |Intel 80286|  8 MHZ |  40 Meg  |   Five  |320*200*256  Colors|
System    |640K of RAM|        |Hard Drive|IBM PC AT|640*480 w/16 Colors|
----------|-----------+--------+----------+---------+-------------------|
Mac Plus  |68000      |7.83 MHZ|  40 Meg  |   None  |512*342 in Monochr.|
System    |  One Meg  |        |Hard Drive|         |                   |
-------------------------------------------------------------------------'
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System #6, the Atari Laptop ST, comes with a 68000 chip, 1 Meg of RAM, an
internal 20 Megabyte Hard Drive, and a Mega ST Expansion Bus built in. To
enhance this system, John Russell Innovations' JS-4096 Color board (which
allows the ST to display 64 Colors out of 4096 in Low Resolution) would be
used, as well as the Turbo-16 Accelerator Board made by FAST Technologies,
which uses a 16 MHZ 68000. Cost: Around 2400 dollars.

Resolutions: 320*200 with 64 Colors out of 4096
              640*200 with 4   Colors out of 512
              640*400 with Monochrome Resolution

Comparisons with Other Systems: While many of the features of Atari's
Laptop ST (or the Stacey) are identical to the features of the current
Mega ST Dream System, and the STacey's mass storage is smaller than the
other systems', the main difference is that it is a Laptop system, having
much of the functionality of the current Dream Systems in a portable case.
And since powerful Laptops could be considered Dream Systems in
themselves....

System #7, the IBM 80286 System, is a Tandy 1000 TL with 640K of RAM, five
IBM PC AT Expansion Slots, an ABCO 65 Megabyte Hard Disk, an Orchid
Designer VGA Board, and an Amdek 732 VGA Monitor. Cost: $2600.00....

EGA Resolutions:
                320*200 with 16 Colors out of 64

```
                    640*350 with 16 Colors out of 64
```

VGA Resolutions:
```
                    320*200 with 256 Colors out of 256,000
                    640*480 with 16  Colors out of 256,000
```

Comparisons with Other Systems: This system, having powerful graphics, a
decent hard drive, and a good number of expansion slots, is a VERY
respectable IBM Entry System, which passes the "Power Without the Price"
test rather well.   In fact, the only thing REALLY preventing this system
from matching the Amiga and Mega ST Dream Systems in price/performance is
its comparatively slow processor.   However, this does not matter much to
beginning computer users, and this IBM Entry System has the potential to
QUICKLY become a factor in the low/middle end of the market, taking over
the markets that could belong to the Atari ST....

System #8, the Mac Plus System, is an Apple Macintosh Plus with 1 Meg of
RAM onboard, an 8 MHZ 68000 chip, an AppleTalk LAN Port, and a 65 Megabyte
Hard Drive from ABCO Inc. Cost: $2300.00.

Mac Plus Resolution: 512*342 with monochrome resolution

Comparisons with other Systems: This Macintosh system, while having
sub-par graphics and no expansion capability, while being in the same
price range as the others, probably won't become much of a factor in the
industry, as there are many systems with better price/performance ratios
and functionality. However, given that it is the low end of the Macintosh
line, it is worthy of consideration as a Macintosh entry system, but not
by much....

        The main objective to home/small business users, when configuring
their own computer system, isn't necessarily performance for its own sake,
but finding a system which has a decent price for its capabilities.   In
the course of determining the system which provided the best ratio of
price/performance in this list, it seems that, just as in other aspects of
the computer industry, price has become less of a factor than performance
in quality computers. Many of the Dream Systems which were too expensive
before, such as the IBM and Mac systems, have dropped in price to a
reasonable level for the middle end of the market, while keeping their
versatility.   But then, as shown by the Apple IIgs system, and the power
shown by the relatively cheap Amiga system, price/performance is still an
important part of the search for a Practical Dream System. Interestingly
enough, the growing competition between the Amiga and Atari ST Systems
shows that, in researching Practical Dream Systems to show how powerful a
computer system could become while still being affordable, one could make
an interesting assessment of the state of the low/middle end of the
microcomputer industry....

But ponder, if you will, these two questions:

1) If marketed properly, how large is the potential for a good computer
aimed at the home/small business market?

2)   Is it already too late for the Atari ST to become a dominant standard
in the US home/small business market, given the Amiga's emerging growth
and the popularity of MS-DOS systems?

> FAST TECHNOLOGY STR Tech Notesâ ¢   A 16mhz ST? You bet!
  ==============================

by R. F. Mariano

     After unsoldering the 68000 CPU, 66 pins!, removing it and then
installing a socket in my mega ST4 motherboard, the Fast Technology 16mhz
upgrade was ready to be inserted in the socket. The entire installation
began at about 10AM this past monday and was complete by approximately
11:30AM ...same day <grin>.

     The feeling of apprehension was quite evident as I reached for the
push button on the power distribution panel.   Well, she booted rather
smartly and presented me with the desktop with eyeblink speed. My
friends, most of the articles you will read about these accelerator boards
will be absolutely loaded with the "facts and figures"... you know, all
the fancy formulae and charted performance lists. For this article, we
will take a different approach we are going to go for the "look and feel"
results.

     Granted, most folks probably are not using Word Perfect every day on
their Atari ST, well I do! And now with the Fast Technologies 16 mhz
board, I may never stop using it.   Actually, the difference in the
performance of the program is superbly evident when one uses the scroll or
goes from the top to the bottom of the document.   The speed increase is
MORE than just evident, it's a dramatic improvement. A number of areas
that magnify the speed increase most is when one spell checks an entire
document or uses the Thesaurus.   Another is the "cut, paste, copy and
reveal codes functions. The cut and paste is sure footed and faultlessly
swift.   Copy is as quick as the mouse click is and scanning in the reveal
codes area is 2-3 times as quick and many times smoother.   In fact, the
overall performance of Word Perfect has improved quite a bit.   Want a
guesstimate? ..40-50% better in overall performance than without the Fast
Tech 16mhz board.

     Word Writer ST Ver. 2.00 is another beneficiary of the Fast Tech
Board, this program now has the "zip" it should have had from day one.
The 'reformat' document is very quick now, (seems like lightning). The
dictionary and thesaurus are quick and provide seemingly effortless
performance.   Knowing the number of folks who simply 'love' their Word
Writer ST, it becomes very easy to recommend the Fast Technology 16 mhz
upgrade if for nothing else than the super increase in the performance of
the "old favorite workhorse".

     How wonderful to observe the doors in Dungeon Master actually move
with smooth, swift action.   Additionally, the battles with the baddies is
quite a bit better and faster reaction times for you mean better overall
action.   The test with Dungeon Master was easy, a set of characters was
put together and off we went. We are at the matrix at this time. The best

part is seeing how nice Dungeon Master behaves and... how quick it now
loads. Some of the battle techniques will need some added polishing.

     Those of you who simply must zip through the sky in your Falcon will
find this baby performs like never before! Super smooth and sleek! Just
as the title of the game implies.   The strafing of the ground
installations really shows off the 16mhz upgrade the best description is
simply ..WOW!

     With the increasing number of speed enhancing boards available in the
ST market, it can become a tough decision in making the choice of which to
buy.   In our humble opinion, TURBO16 seems to offer the highest
performance possible with the ST until the 68030 is ready. It offers the
best overall design, construction and compatibility of any speedup board
and is the only true accelerator on the market for the ST. We noticed
that the program TURBO ST 1.60 from Softrek and TURBO16 are a super hot,
unbeatable combination. The bottom line here is ..the hardware upgrade is
superbly designed and does exactly what it was designed to do with a
minimum of fuss and bluster.   We are particularly pleased with
compatibility of TURBO16 it appears to work flawlessly with most programs
we employ on a daily basis. In addition, it will work perfectly with PC
DITTO and SPECTRE 128. Jim Allen, the designer has taken the extra steps
to ensure the performance of TURBO16 and we must say in plain words, "It
does everything it is supposed to do and does it well!"

FOR FURTHER INFORMATION CONTACT:

                         FAST TECHNOLOGY INC.
                          P.O. Box 578
                         Andover Ma. 01810

or call....

                          1-508-475-3810

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> Doc Holiday STR FOCUSâ ¢   The 'Doc' shoots straight from the hip!
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In keeping with the STReport Tradition of "Telling it like it is"...
We present:

Date: 7/15/89
from: Doc Holiday; Flash BBS St. Louis MO.
to: ALL

     I wrote the letter, not as a negative shot at Atari, but to hopefully
cause the user base to recognize that their definition of what Atari's US
plans are and Atari's may be two different things. We, as loyal Atari
users tend to view things emotionally and based in what we would like
Atari to be in the US.

These are our expectations. Atari, on the other hand, is constrained
by resources and possible time lines and may not be able to achieve
anywhere near our expectations in the US market.   The difference between
our expectations and Atari's reality is dissatisfaction_.

    The commentary I've read on Atari lately has been nothing but upbeat.
"Atari is on the move...".   "To where", is more than a rhetorical
question.   Developing a concept of just exactly where, "where" is, will
help alleviate discouragement between our hopes and dreams and Atari's
reality.

  Since Atari is not going to just tell us the whole, unvarnished, truth
(they have stock to sell), my series of questions were more geared to
cause people to reflect and provide a basis for making their own
determination about where "where" is. Raving about a new product is good
as long as we remember it isn't out until it's for sale on our dealer's
shelf. Until then, it's only a potential product and representative of
R&D efforts and marketing tests.

    FCC certifications do take time, but this, "long time Atari user", can
easily remember many products that were announced and never delivered.
There are surely examples of Atari advertising and public interest
efforts. However, gauge the volume of these events and where they occur.
The intent is to gain insight into what Atari's national plans are and
just how extensive they are.   We want to bring our expectations down
closer to Atari's reality.

    I define user support a bit differently than participating in a
mini-trade show.   The shows are great and help bring Atari to the
attention of many in the areas they hold them. User support though,
concentrates on what they do, and how well, to help users with problems
from broken or defective products, to support of User Groups. There are
some positives and negatives here.   How many folks out there got stuck
with the famous "three month color monitor"? Did you see a recall or a
special trade in offer? Do you see a difference between Atari customer
support and that provided by Word Perfect Corp? My intent here is not to
throw barbs at Atari but to help put them in perspective.

    Since any effort to gain a national perspective needs input from many
sources nationally, Dorothy's comments about successes in her area are a
piece of that puzzle. Judge Atari by what they are doing, not saying.
Collect info on advertising and recognize that the medium they choose
shows the market they are targeting. It's all part of the final answer of
the question, "Where is Atari going?"

July 20, 1989

    Well, it's me again.   Doc Holiday, with another letter just full of
thoughts to stir your imagination and ire.   While I can't afford to
participate in the commercial on-line services, I do have some friends
that are able. Through their help, I caught some of the reaction online
to my last letter in ST Report as I watched over a friends shoulder and
was given second hand feedback from others.   I seem to have stirred a
number of people to comment, and to be honest, that was my intent.

    I asked last week, "if Atari is on the move, I'd like to know where
to?" This is not a challenge, nor a negative shot at Atari.   I simply,

want to know.

     Sam Tramiel has been reported as saying that Atari will make an
     effort to re-emerge in the US market. Just what does that mean?

     Does it mean increase sales by 10% or increase profit from the US
     market by some percentage?

     Is that effort to be restricted to ST's or all Atari products?

     Does it mean give Nintendo a stiff competition in the game market?

     Do they want to target the ST toward the home market, business market,
     or what?

Simply put, what, exactly, does this term "re-emerge" mean?

     The editorials I've read all point to a bright future for Atari this
year and hint at definite moves in the US market. Even the stock market
likes all this positive talk. Great. I'm all for that.   However, since
we all define what the future should be in terms of our own desires, we
have a built in dissatisfaction maker. For example, what does the phrase
"Atari will re-emerge in the US market this year", mean to you? Does it
mean taking on Apple and IBM in the business and government markets?   Or
do you think in terms of increasing home sales to new Atarians? Or do
you expect both, plus taking on Nintendo in the game market and
revitalizing the 8-bit line? Regardless of how you define your image of
"re-emerge", this is your expectation.   Also, collectively, we have
expectations that will average somewhere between the extremes of staying
as things are and running Nintendo, Apple and IBM out of business.

     In corporate Atari, the real world is at hand. There are production
deadlines, raw materials and parts requirements, shipping headaches,
distribution plans, R&D efforts, advertising, and management goals. The
management goals drive the joint efforts of their staff toward common
objectives.   There is someone in charge reviewing progress on assignments
and making decisions. They know what "re_emerge" means. They have a
defined plan for this FISCAL year that can be quantified and needed
resources predicted. This is reality, and it's different from our various
expectations.

     The difference between our expectations and Atari's reality
is our dissatisfaction. If Atari's re-emergence in the US market does
not meet our expectation of ...(you fill in the blank)..., then we
are dissatisfied. A normal human reaction.

     Look at this in a positive way.   Dissatisfied loyalists get vocal in
a negative way and many of you don't like this counter productive
behavior.   So, how do we minimize the descent? Through knowledge of what
Atari's real plans are.   I'm not suggesting that Atari blab all their
corporate plans, but rather that we, as a collective user base, use our
eyes and ears to make our own definition of reality and that we accept the
good news with the bad, and not attempt to shout down the bad news
carriers.

     Trade shows and demonstrations of prototypes of new products and
software is exciting.   Such displays (WOA) show the strength of a
company's R&D effort or their ability to buy good products of others.
However, there is a long time-line between a new product announcement and
its appearance on your dealer's shelf.   There may also be a difference

between product announcements and plans for "re-emergence". In short, they may have nothing to do with this year's plans, or everything. How do we know which?

I already mentioned watching, listening, and I'll add reading all the news concerning Atari. I'll add to that the key ingredient of keeping a national market in perspective. Staging a mini trade show (Atari-fest) in 6 or 8 or 10 cities is not a major advertising effort tied with re-emergence in a national market. Primarily, the goals of mini-trade shows is to attract dealers. As these shows are successful in targeting an area in great need of Atari's attention, they most definitely are a step in the right direction.

Advertising in technically oriented magazines reaches that select readership at whatever subscription numbers the publication boasts. This item is not mentioned as a slam at Atari. It is a sound effort and should be successful. But, what does it tell you about an effort for a "re-emergence". Where would you expect to see advertising if your goal was to take on Big Blue and Apple in business (is that your dream?) or if you were seeking to expand in the home market? Is Atari advertising there? If so, how much? And where?

The foregoing illustration is intended to point you toward making a value judgement about the advertising you see in relation to the "re-emergence" effort. How big a "re-emergence" does it point toward and how quick? What is the target market? How large is that market? The indicators of what products are available where, in what quantity and cost, and what advertising occurs where and how often, will help you form an opinion about Atari's reality and how well our image of their goals compares to that reality. Our goal is to minimize our disappointment by bringing our expectations closer to Atari's plans. We can still enjoy the new product announcements and news of planned products or R&D efforts that are on the cutting edge of technology. We can still be proud of our ST computers and their capabilities and their excellent cost to power ratio. We can boost Atari in our User Groups and attend shows and buy new products.

But let's get our heads out of the clouds and keep our feet on the ground. Judge the future by what is real today, keeping in mind past behavior. When you examine what you see, I think you will reduce the scale of your expectations on Atari's "re-emergence" in the US market considerably. Such an adjustment is not being disloyal, it's being realistic, and it prevents future dissatisfaction.

Doc Holiday,
Flash BBS, (314) 434-6147
St Louis, MO (An ST Report Booster)

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> WAACE ATARI FEST STR NewsPlusâ ¢ Usergroups helping Atari and the users.
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The Washington Area Atari Computer Enthusiasts (WAACE) has announced that the fifth annual Washington D.C. area Atarifest will be held at Fairfax High School, 3500 Old Lee Highway, Fairfax, Virginia on Saturday and Sunday, the 7th and 8th of October. Atarifest is a computing exposition featuring the Atari line of personal and home computers, as well as the complete line of entertainment systems. The show features educational seminars covering nearly all areas of computing; demonstrations of various applications of Atari computers, including MIDI music, desktop publishing, and entertainment; and exhibits by software publishers and hardware manufacturers showing the latest developments in the Atari world. In the past, representatives from Atari Corporation have been on hand to answer questions and provide assistance.

This year's theme is "The Atari Alternative," and the goal is to show how Atari computers can be used in business and in the home. It will include demonstrations of both eight-bit (400/800/XL/XE) and ST software and hardware. Whether for creative endeavors, helping with some of the household paperwork, or just to have fun, the organizers of Atarifest '89 intend to show how the "Atari Alternative" can meet and beat other computer systems in its class, and why Atari Corporation's motto is "Power Without the Price."

WAACE is a confederation of Atari user groups in the Maryland, Virginia, and Washington, D.C. area, each dedicated to supporting the Atari community in their respective areas. Atarifest is co-sponsored by the Fairfax County (Virginia) Public Schools' Office of Adult and Community Education, and the emphasis has always been on educating the public about computers and their uses. The 1985 Washington Atarifest was one of the first such shows, which are now held in more than 10 cities across the nation.

Atarifest has grown in popularity, attracting thousands of attendees each year. This year, organizers hope to attract over 5,000 people. The show is open to all persons who have an interest in computing, and the FREE ADMISSION and hourly door prizes (including an Atari hard disk drive) encourage attendance by those who may not yet own an Atari computer. It is especially designed to have something of interest for everyone, from diehard Atarians to mainframe systems managers to computer neophytes.

Fairfax High School is located at 3500 Old Lee Highway, just off routes 29 and 50 in Fairfax, Virginia. The school can conveniently be reached from the Vienna Metro station (Orange line) by taking the Fairfax Cue bus. Hours of the show are 10:00 a.m. to 5:00 p.m. on Saturday, and 1:00 p.m. to 5:00 p.m. on Sunday. Most user group demonstrations will be conducted on Saturday only. For further information, call John Barnes at (301) 652-0667.

For further information contact:

Gary Purinton   (703) 264-8826
John Barnes   (301) 652-0667

Vendors should contact:

                    Johnna Ogden   (703) 450-3992.

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> Lowballers STR FOCUSâ ¢   All Lowballers are not in Mail Order..
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                                  IS ALL MAIL ORDER BAD?
                                  ======================

     OF COURSE NOT! Saying that would be very unfair.   Where would we, on
the east coast, be without mail order? The east coast of the USA is the
Atari frontier both in dealer representation and in dealers.   Without the
services of mail order almost all the users "out east" would do without.
There are really only two reasons mail order is making it at all, first,
is lack of actual dealers.   And secondly, not all, but many of the
existing dealers are simply charging too much money!   Some are even list
price plus!   So, in looking at the alternatives the users, "out this
way", must rely on mail order or travel hundreds of miles to "shop
wisely".   As always is the case a few rotten apples still spoil the whole
darn barrel. At least that's the way it appears.

     What types of people are dealers?   Well, in most cases, the dealers
are just like you and I, average everyday folks who are enthusiastic
supporters of computers in general. Or, like myself, they are hardware
hackers who have been at it most of their lives. When one visits
everytown USA, and walks into the local dealer's shop they look and sound
almost alike...the dealer tries like crazy to be helpful, is usually very
active in the usergroups in his vicinity and it trying desperately to stay
afloat. Why? Because, ..the lowball artists are killing the business!

     There is however, a flip side to this coin. In most cases, the
lowballer finds that he must lowball everything he has for sale because he
has established that sort of reputation for himself. The sad part is that
the other dealers forced to compete with this clown are also hurt and
thus, it marks the beginning of the end for all concerned. Unless, of
course, the consumers come to the rescue and send a clear and simple
message to the cut throat lowball artists by not dealing with them. Oh
sure, the savings may be there, but when you think for a moment who takes
advantage of the "deals"?   In most cases, those who can least afford to
lay out the dollars and take the risk of being abandoned!

     Now the problem becomes compounded, the "what if" questions abound!
What if the dealer, mail order or not, folds? What if the guy who got a
deal finds he has no where to go in the event of an equipment failure?
Now the biggie, will the factory who allowed this dealer, by virtue of
it's silence, stand behind the dead or almost dying device(s) the now
defunct lowball artist sold?

     We only brushed on the hardware angle above, now let's glance on the
software end. How can a userbase sit still when they know that all around
them, there are mail order houses doing their best to destroy the local
dealer? Are we to become a nation of mail order patsies? Or will most of
us shop wisely and use mail order when it is totally in our best interests
and patronize our local dealer as much as possible.   If in the case of

software, we see that the dealer has a $279.00 price tag on that hot new
DTP package and Slimeball Inc. has it for $139.00, it's hard to pass up
that "bargain".   If we, the consumers are ever to be in a position where
we are sure that when we purchase the software, we are getting the latest
version and that the program's documentation is fully understood, then we
must allow the local dealer the chance to at least compete!

     People, when you see this type of price slashing it usually is what's
known as a blow-out, the mail order house may have a large quantity of
older versions on hand, and thus, they tag low to "blow 'em out the door".
So, who is left with the headaches of paying the upgrade fees (if
possible) etc.? Yup, you guessed it.   The bargain hunter.   Many of the
software publishers have gone to the direct sales method to avoid the
sleeze ball operations, we hope they all go direct to dealers and dump the
distributor nets who feed their own discount operations...like one huge
scam in Penna. does.

     Of course, a lowball house can NEVER stay in operation very long if
the OEMs (Original Equipment Manufacturers) and software publishers refuse
to allow their products to be lowballed. If they don't police the market
a little better, the shakeout of the small dealers is going to be
horrendous. Usually, it is the beginning of the end as far as the market
is concerned.

> ISD CONFERENCE STReport OnLineâ ¢   ISD and Co. Has startling NEWS for us!
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<JEFF.W> Welcome to the ISD Real Time Conference. Before introducing our
guests, here is some background about how a formal conference like this
one works.

<JEFF.W> Outside of our guests and myself, no one can speak until I take
them out of "listen only" mode. To get my attention so you can address
your questions and comments to out guests, you can /RAIse your hand. Just
type in: /RAI <and hit RETURN>. I will send you a message letting you
know that I've seen your raised hand and tell you when you're turn is
coming up.

<JEFF.W> If you need help with anything, just send me a private message
using the /SENd command. Currently, my RTC job number is 2, so to send me
a question about something, enter something like:

<JEFF.W> If you find you have to leave before the conference is over, use
the /EXI to return to the Atari ST Round Table, or /BYE to log off of
GEnie immediately.

<JEFF.W> Now, on with this evening's Real Time Conference.   I am very
pleased to have representatives of ISD as our guests.   ISD is the

publisher of several fine ST productivity applications, including Calamus, Calamus Font Editor, (the upcoming) Calamus Outline, ST Accounts, VIP Professional, and MasterPlan. The intent of this RTC is to address information, questions, and comments about the Calamus family and DynaCadd products.

<JEFF.W> With us tonight are Nathan Potechin (President of ISD), Shawn Wheatcroft (Head of Customer Support), and a good friend of the Atari community, Julius Oklamcak, who recently moved from Atari Canada to ISD. Julius' official title at ISD remains a mystery <grin!> but he is a man of many valuable and diverse talents (Nice to see you back online, Julius!). Nathan, Shawn, and Julius are sharing the same ISD account, so each will answer questions when they touch on areas they are most familiar with.

<JEFF.W> I will now turn this over to Nathan Potechin, who has an opening announcement to make and then we will start taking questions. Nathan...?

<[Nathan] ISD> Good evening everyone. It is my pleasure to participate in our (ISD's) second official formal conference on GENIE. Before Jeff opens the floor to everyone I am taking this opportunity to present a list of some of the features soon to be available in version 1.1 of Calamus, scheduled for release in September. These features include:

*   A completely modular concept. You may use and activate exactly what
     you need, no more or less. All functions have been broken out.

*   Leader Tabs. The ability to define the white space in any tab with a
     "leader" character.

*   In our style selection, we have added Condensed and Extended.

*   Hyphenation definition.   User definable selection of minimum and
     maximum word length etc..

*   Rotate any vector graphic based frame, line or raster frame etc.

*   Define the white space in pictures from transparent to solid to white.

*   Text flow around irregular shaped objects from screen rasters.

*   Tiling. Printing in parts.

*   Save clipboards and merge them with another file.

*   Virtual copies over multiple pages

*   256 grey levels for every pixel.

<[Nathan] ISD> There are more features but I believe that this will give you all the general idea. Once this version is ready, the price of Calamus will increase. This will also be the first time that we will charge our users for this, our first upgrade. Final pricing has not yet been determined.

<[Nathan] ISD> DynaCADD 1.60 has now been completed and our entirely new manual will be finished and published within the next 4 weeks. Some of the features added to version 1.60 include:

     * Precision to 20 decimal places
     * Math co-processor support

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    *   Background plotting
    *   3 Line weights
    *   Up to 64 user definable line styles
    *   Major and minor markings
    *   Sectioning/Cross hatching in 2D and 3D
    *   Up to 256 hatch patterns can be stored
    *   15 Dynamic tracking modes for 2D entities
    *   2D solid fill
    *   Measure area, change text orientation
    *   Offset at user definable distances
    *   Insertion: solid, b-spline, Bezier curves, sectioning and hatching
    *   Function keys
    *   Compugraphic fonts...
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<[Nathan] ISD> Again, there are more features but you can appreciate the changes from those mentioned above. DynaCADD version 1.50 to 1.60 inclusive now retails for US $995.00. Considering some of the features that have been added, this is a very inexpensive upgrade.

<[Nathan] ISD> Rather than saturating us all with to much information, perhaps it would be better to proceed to the questions now. But before I do, I will take this opportunity to thank you all for your support in the past, the present and into the future. We are proud of our products and we anticipate a great year.

<[Nathan] ISD> I hope everyone has a good buffer :-)

<JEFF.W> Thank you, Nathan.

<J.D.BARNES> how about mathematical text, Nathan? I want nice fonts for theoretical physics.

<[Nathan] ISD> We have ordered the Math and Greek font from Compugraphic. It will be available any day now.   It does contain everything that you need.

<J.D.BARNES> Thank you

<[John Nagy] ZMAGAZINE> Your upgrade list is WONDERFUL for calamus. I use it a lot and the new features are JUST what I need. Any closer to POSTSCRIPT?

<[Nathan] ISD> Are you asking for Hi-res output reasons John?

<[John Nagy] ZMAGAZINE> for taking material to print shops, etc.

<[Nathan] ISD> I have a driver here that produces 150, 300, 600 and 1200 DPI images in PS format. However it still does not work properly. We are working on it John and the second that it is ready I will let everyone know. We are also working on the CG interface as well.

<[John Nagy] ZMAGAZINE> Thanks. That will make CALAMUS a real choice for the printer less folks.

<[DC 'Fest] R.JOHNSON22> Nathan do you have any more on Outline?

<[Nathan] ISD> The manual is all that we are awaiting at this point. The program is complete. It is literally a matter of weeks barring unforseen difficulties.

<[DC 'Fest] R.JOHNSON22> SPeaking of manuals, is there another one available for Calamus? I have the original, and it's hard to use.

<[Nathan] ISD> Seriously, we are almost finished it. Also sitting on my desk as we speak is the draft of the new promised book that we had written on Calamus, The Font Editor and Calamus Outline. BTW, we will upload an index to the Calamus manual tomorrow for those interested.

<[DC 'Fest] R.JOHNSON22> Okay, THANKS for a great product, and thanks for the index!

<[Nathan] ISD> The new book contains tutorials on everything and is excellent.

<R.COBBLE1> What type of picture formats can calamus read and how can you manipulate them after importation?

<[Nathan] ISD> Most everything on the Atari can be imported both in Vector and Raster graphics. However, the only manipulation that we can do at this time is optimize the drawing based on the original file format size, crop it and name it.

<R.COBBLE1> How does it handle IMG files

<[Nathan] ISD> Without difficulty. Simply, import them

<J.D.BARNES> What about the interface to word processors? including style importation with text? A la ..Timeworks.

<[Nathan] ISD> Currently we import 1ST Word Plus, MS Write and Word Perfect with formatting intact. We have our own method of using and creating style sheets and macros. We are not a Ventura clone but have created our own manner of implementation. Our new Editor, soon to be released, will allow you to imbed all the codes that you wish.

<J.D.BARNES> I prefer to embed my style notations in the WP document.

<J.D.BARNES> I really to need to import text I do not like to type it into an editor.

<[Nathan] ISD> You can always import text as ASCII. But at this time you cannot define your styles in your favourite WP, only our Editor.

<A.H.DAVIS> OK I'd like to know if it is possible to install an auto save feature! I would like to see if I can save it by timer.

<[Nathan] ISD> Interesting, with a user definable time limit?   Good idea. I will check on this with the Programmers.

<A.H.DAVIS> Please! ala Word Perfect!

<A.H.DAVIS> Also do you have an idea about the way the manual feed works on a HP. I have set it and find that it times out and I can't get it to wait for more than 2 pages.

<[Nathan] ISD> I have Julius beside me to answer this for you since he wrote the driver.

<[Julius] ISD> A.H. I will have to look into it. Testing has been done on a unit that does not support manual feed. GA

<A.H.DAVIS> Last one. When do you expect Calamus for the Mac and IBM world!

<[Nathan] ISD> I received a garbled message just now. Did you ask about the Mac and IBM versions?

<A.H.DAVIS> Yes, are they coming in the future?

<[Nathan] ISD> yes but I have to say that Calamus on the Atari platform is dynamite. I am enjoying very much competing head on against them and WINNING.

<[Nathan] ISD> BTW, the Mac and IBM versions are next year for sure.

<[Rick] GRIBNIF> I would like to see a future version of the Font Editor support (like several IBM and MAC ones do) the importing of "other" font formats that the user might own and convert them to Calamus format. I presently own all these UltraScript and PageStream fonts. And second and final. I am very pleased with the upgrade policy you hold...and was wondering if you have considered an upgrade policy (like some Mac programs do) so that people can subscribe (for $$$) and always receive the latest version as soon as it is released.

<[Nathan] ISD> In answer to your first question...

<[Nathan] ISD> The biggest difficulty would revolve around licensing agreements and all other legal ramifications. This would be of more concern with Ultrascript fonts than Pagestream.

<[Rick] GRIBNIF> I have already licensed the fonts ..but in the wrong format.

<[Nathan] ISD> In answer to part II... I think that too many Atari Publishers have irritated a few end users out there because of suggestions like yours. This makes me hesitant as I do not wish others to suggest that something happen to them previously and they worry that it might happen again. Of course we have never been guilty of anything of this nature. I really prefer to deliver what I am paid for at the time that I am paid.

<[DC 'Fest] R.JOHNSON22> Okay...you mentioned Winning against the "other guys"...how so? And how are sales?

<[Nathan] ISD> Sales are going very well based on the actual number of viable Atari Dealers in North America. In many cases I have had the personal privilege of demonstrating Calamus to Mac and IBM Dealers and without exception, they have become Atari DTP Dealers on Calamus and the Mega system.

<[DC 'Fest] R.JOHNSON22> Sounds great. I have another "Q"...about the Fatal Internal error...

<[Nathan] ISD> ????

<[DC 'Fest] R.JOHNSON22> I feel like when I select CONTINUE, I'm living on borrowed time...what is usually the cause of it?

<[Nathan] ISD> Please update your disk to the latest version and yes, if you see the message exit or continue, you are on borrowed time. We recommend that you reboot if this message appears. There are 3 versions

of 1.09 as a few difficulties were ironed out. However, we are working on
the 600 page new DynaCADD manual, I have not encountered an internal error
yet.

<[Nathan] ISD> Perhaps if you are more specific?

<[DC 'Fest] R.JOHNSON22> Well, I usually get it when dealing with text,
the way I escape it is to continue, save, then re-boot.   But if I do not
delete the frame where the error occurred, it is sometimes reproduced.

<[Nathan] ISD> once a file becomes corrupt, then you can only export the
text as ASCII and dump the frame and redo it.

<[DC 'Fest] R.JOHNSON22> Thanks.

<[Holly] HS> Hi guys! I have a couple questions, if that's okay... Heck,
I have 'em even if it's not okay... they just won't get asked.

<JEFF.W> It's okay!

<[Nathan] ISD> BTW, as each version appears, they get better and better. I
think that we are fairly clean now.

<[Holly] HS> First off... have you given more consideration to a contest
to promote font creation, Nathan? FONTS! MARS NEEDS FONTS!

<[Nathan] ISD> had the time to set the rules and parameters. I will.

<[Holly] HS> Ah... the dreaded time problem! I can identify...
Secondly...

<[Nathan] ISD> waiting with baited breath.......

<[Holly] HS> Have you given any consideration to helping market some of
the nice fonts that have been getting put out like the Broadway font (nice
font!) and Sol's multitude?

<[Nathan] ISD> That is a tough question to answer quickly as many people
have approach us directly just for that reason. All I can say is that for
a number of reasons at this time it is not viable for me to do so. I
recommend shareware in the manner of A.H.DAVIS et al.

<[Holly] HS> Hey, I never promised they'd be easy questions, Nathan.
But, that's too bad in a way, although it would probably be a nightmare
legally.   Third... new topic...Have you heard any scuttlebutt about Atari
hiring a new advertising agency? Do you know who and what the plans might
be?

<[Nathan] ISD> Having just spent a few weeks on the road with Atari all
over the southern US and Boston (Hi Rick)... I don't think that they have
made an official announcement but I heard that they have hired Shiat/Day
as their new Ad agency. These are the people that did the '1984' Apple
commercial.

<[Nathan] ISD> This is more in the type of progress that I find
encouraging in Atari Corp. today. These "road shows" are also very
encouraging. Both result in better market penetration in the US. And that
is GREAT news for us all!!!

<[Holly] HS> Yeow Momma! That's really good news! Thank you, Nathan.

<J.D.BARNES> Please comment on DynaCadd. I find it very pricey compared to EZDRAW or even Graphic Artist.

<[Nathan] ISD> sigh. There is no comparison between these software packages.

<J.D.BARNES> I would, However like a program that can import object descriptions files and make them in to objects. A program that can import.

<[Nathan] ISD> If you wish to draw any type of comparison, try using the top of the line version of AutoCAD which we far surpass in features while reading and writing their file format if we so choose.

<J.D.BARNES> AutoCadd can also do ASDCIOIO, nicht wahr? do ASCII

<JEFF.W> Do you understand the question, Nathan? (I don't. Sorry)

<J.D.BARNES> It's a little abstruse. But It would be nice to import a list of command written with a text editor to create objects.

<[Nathan] ISD> You can use DynaCADD's DEF file format exactly for this purpose to build your own objects.   ga

<J.D.BARNES> thanks, I will look more closely.

<[John Nagy] ZMAGAZINE> I'd like to encourage full speed on MAC and IBM versions because the complaint I hear from pro layout and print shops is that they can't get workers who already know CALAMUS, and new workers don't really want to master something that won't help at the next job that they get... where the employers are more "archaic" and use "the other systems".   Cross-system versatility will help the price advantage of the Atari platform for wider pro use too. And thanks for a SUPERIOR system!
<[Nathan] ISD> I agree that cross system pollination benefits us all. But in all honesty, it will be next year before I have versions of Calamus on those platforms. In the meantime I am doing my absolute best to convince people that we have a VIABLE PROFESSIONAL alternative based on the Atari platform...Calamus.

<[John Nagy] ZMAGAZINE> thassall from here Thanks!

<[Steve M.] ANTIC> 1. Will Calamus support multiple documents in the future or... allow clipboards to be retained when a new document is opened to allow... cut and paste easily between documents.

<[Nathan] ISD> Yes. Read the opening list of specs in the upcoming version 1.1. The ability to save and transfer clipboards will be there.

<[Steve M.] ANTIC> Sorry, just got in late.   2.   About importing text tags. Would it be possible to import a file with the macro letters in brackets to denote font and style information?   Maybe in the future?

<[Nathan] ISD> Only with our new Editor and I'm not yet sure of its exact specs. I will let everyone know as soon as I can.

<[Steve M.] ANTIC> 3. Instead of using Calamus Outline to achieve irregular text wrap, will you implement it directly into Calamus?
Eg. Add and..

<[Nathan] ISD> That was also in the list of new features of version
1.1   :-)

(Job 18)<[Steve M.] ANTIC> Maybe I should just read the transcript. I'm
done.   Thanks.

<[Nathan] ISD> You're welcome

<CAPT.COOK> Can you speculate on the future of the Calamus family...

<[Nathan] ISD> like on the stock market?

(Job 20)<CAPT.COOK> any future products or modules beyond Outline and the
Editor?

<[Nathan] ISD> The next release from us will be Calamus Outline Art.   At
about the same time will be the new 300 page book on the Calamus family.
This will be followed by the new version 1.1 of Calamus itself which will
include the new Text Editor. The Linotype interface will be on the market
any day now and the Compugraphic interface is in development. We had
awaited news of Ataris but decided to proceed on our own as we hadn't
heard anything concrete. Anything past this would be speculation on my
part. Everything that I mentioned above will be available within the next
quarter with the exception of the CG interface....

<CAPT.COOK> So we can be pretty sure Calamus is here to stay and will
continue to develop. Thanks, that's all,.

<[Nathan] ISD> That is for sure. We have another half dozen Compugraphic
font families getting here next week also. Look on Genie for the new list.
:-)

<[DC 'Fest] R.JOHNSON22> Concerning Outline...are the text distortions
saved as vector graphics files...

<[Nathan] ISD> Yes!!

<[DC 'Fest] R.JOHNSON22> and can you import IMG and GEM files to be
included in the final image?   This would be useful in Logo design, for
one.

<[Nathan] ISD> Everything goes together in Calamus. However   if I
understand correctly, (you) one of the new modules allows the importation
of GEM or IMG files for auto tracing and includes the ability to fill in
the pattern.   ga

<[DC 'Fest] R.JOHNSON22> SO, you could then have a vector file of an IMG
pic, add text, and play with that some more and save the whole thing as
one object?   GREAT!

<[Nathan] ISD> Yes. Calamus Outline has complete text manipulation
ability. I don't think anything is missing. In addition we can create and
edit vector objects "freehand". ;-)

<J.RUSS3> Hello there Nathan. I have two quick questions.

<J.RUSS3> Can DynaCadd read and/or write AutoCad DWG files? And have you
sold any copies of DynaCADD to universities or trade schools?

<[Nathan] ISD> DynaCADD reads and writes DXF file format 100%, not their

DWG files. Copies of DynaCADD have been sold into schools but not by us as we are the Publisher and there are many people between us and the final sale. The Atari educational presence is improving and I feel that their representation with products such as DynaCADD and Calamus will improve dramatically during the next 12 months.

<DARLAH> Hello Nathan: Do you know anything about the Atari Demo building program??? I have heard rumors and want to know if you know anything about it??

<[Nathan] ISD> Atari has obtained the rights to a Demo building program that is exactly what its title would suggest. Another good move by them in my opinion. By next week both DynaCADD and Calamus will be available to the Dealers as a self running tutorial. It allows us to create scenes while adding text describing our actions exactly. It will benefit both us and the Dealers.

<JEFF.W> Will those demos be sent out by software distributors or should dealers contact ISD?

<[Nathan] ISD> The demo will be distributed by Atari throughout their Dealer network. That is for sure. They will be obtaining these demo's from all their 3rd party software vendors. If a customer wishes to see DynaCADD I no longer have to worry that maybe the only CADD sales person in the store is out. They can now show off the features by using this program. ga

<[Broadway] A.H.DAVIS> Last night I gave an hour demo of Calamus to an ST group. During the talk someone mentioned that they had been to Austria and seen a much later version of Calamus demo'd Where are they in terms of versions.

<[Nathan] ISD> The version of Calamus currently available in Germany, Austria, etc. is the exact same as that available here. There is no down time as the English is kept separate from the German resource. Once they revise Calamus they only have to change resource and help files which takes 2 minutes. However, once upon a time they released an alpha version of Calamus Plus. Basically there are far more icons on the screen but they have not been activated.

<[Nathan] ISD> This is probably what you were told about Al.

<[Broadway] A.H.DAVIS> Also which items should one point out in demoing Calamus? Any particular order or importance?

<[Nathan] ISD> Speed, rotated text, scale the fonts, the quality of same, optimize a scanned image from a distorted frame etc...

<[Nathan] ISD> print, print and print.

<[Nathan] ISD> create a style macro

<[Nathan] ISD> I could go on and on, stop me someone. :-) what a question!

<[Broadway] A.H.DAVIS> I sure had a quiet audience after the printing!! Thanks.

<[John Nagy] ZMAGAZINE> Too much to hope: will O-Line vector output be standard GEM format so as to be usable in (heaven forbid) other DTP or

drawing programs?

<[Nathan] ISD> I'm glad it went well. Was this demo to your User group Al?

<JEFF.W> We'll come back to Al after John's question.

<[Nathan] ISD> Sorry John. At this time Calamus Outline saves only as either a Calamus Outline graphic or Calamus Vector graphic. I don't anticipate any change to this at the present time.

<[John Nagy] ZMAGAZINE> OK, was wondering because some of us do a lot of LOGO work for use by others.   Thanks tho.

<[Nathan] ISD> You can create any logo with Outline, not to mention the Font Editor. Since these are all vector graphics they scale cleanly.

<[Broadway] A.H.DAVIS> Here we have STace and Cace, I've demo'd for both.

<[Nathan] ISD> Al, and anyone else, always mention that if they like the program   BUY it. :-) <GRIN> Did you ask how many people were using a DTP package at the time? I am usually surprised by that answer myself.

<[Nathan] ISD> Do you have Dealer support at your User group meetings?

<[Broadway] A.H.DAVIS> I have someone who was on the cover of the Atari publication that is crippled and supports himself now with DTP. He is so impressed by the Calamus demo that he asked if he can meet with me to show him the ropes.   YEs dealer support is there, but they are hard core PS users. They did find that there was a lot of interest and would like me to demo at store hours!.

<[Nathan] ISD> That's great Al. If you need any assist in info, please ask.

<[John Nagy] ZMAGAZINE> Let me clarify- I realize the potential for making logos with O-Line... just need a way to get it to other platforms. Please consider making a way other than what I do already -- print, scan the output to make an IMG file. Thanks.

<[Nathan] ISD> I assume that for some reason you wish to design a logo on the ST and then transfer it over to a PC? Why? Can you not complete the job with Calamus?

<[John Nagy] ZMAGAZINE> I can,, but the people on the other end of the country that want to use it with Ventura or Aldus CANT.

<[John Nagy] ZMAGAZINE> (use the logo I design, etc.)

<[Nathan] ISD> what would happen if we wrote a print IMG. to disk driver?

<[John Nagy] ZMAGAZINE> That would be 100% better than what I do now!
A vector can't be beat, but your solution is better than mine for IMG.

<[Nathan] ISD> I will let you know but it is a good idea and I think we will.

<[Boof MAST] R.JOHNSON22> There's another product from Germany enroute to the states, I think it's called SIGNUM...is it any competition to Calamus? And one last thing. I'd like to just ask you to reconsider the DC 'Fest Thanks!

<[Nathan] ISD> SIGNUM can best be described as a technical word processor. It is not a DTP solution in the same context as Calamus. I am quite familiar with it having first seen it 2 years ago in Hanover.

<JEFF.W> Rick has some exposure to SIGNUM...

<[Nathan] ISD> is he OK?

<JEFF.W> He got vaccinated. :-)

<[Rick] GERDSENDER> Our german manual was written in it...it is Europe's answer to WordUp basically...with bit mapped fonts and lots of document support....I doubt it will be any competition...the makers of Laser C have the rights to market it in the states (though they have not yet).

<[Nathan] ISD> thanks Rick.

<JEFF.W> Thanks Rick.

<DFTURNOCK> HELLO NATHAN....   I second John's comment about the export to other file format's.   It is a very much needed feature. My wife does that sort of work and does a lot of logo design.   The people she creates them for only want the logos, not the finished product. They want to use it in their own work

<[Julius] ISD> Ok...Ok...I hear. :-)

<[Nathan] ISD> I agree that for Logo creators, a separate file format is needed. We will take a serious look into this and advise.

<DFTURNOCK>   I   also   agree   with   Nathan's staying away from the fests......The Detroit "HAM FEST" was an insult to the Atari users.

<DFTURNOCK> It became a swap meet, not a chance to meet the people who create the products, which is what people expected.

<[Nathan] ISD> are you referring to the WOA?

<DFTURNOCK> yes I was referring to woa.

<[Nathan] ISD> Part of the problem was the timing at the Detroit WOA

<[Nathan] ISD> Since Patty held her show about one month prior.

<M.GAINES> Is there a Timeworks -> Calamus transfer utility?

<[Nathan] ISD> No, there is not. Nor are there any plans to have such a utility. Perhaps you should ask Rick since he has a great utility program. Rick? Share your thoughts. Jeff..let him

<JEFF.W> Rick?

<[Rick] GERDSENDER> Yeah, it deletes all CALAMUS.PRG files.

<[Rick] GERDSENDER> <grin>

<[Nathan] ISD> Seriously, I really cannot justify the time and effort to write such a utility. Sorry.

<[Bob MAST] R.JOHNSON22> I would just like to add my vote to the GEM/IMG save option in Outline. My question has been answered already.

<J.D.BARNES> I would like to remind people of the DTP contest for the DC Fest. Fests are valuable for many reasons. some people WANT bargains others want an education. Others want to meet exciting people.

<[Nathan] ISD> exciting people??!! Lets go meet them. :-)

<DAVESMALL> Have you tried out the Hyperscreen modification to the ST with your software yet?

<[Nathan] ISD> No I haven't Dave. I haven't seen it.

<DAVESMALL> Seems like if it runs on the Moniterm, it'll probably work... ah well.

<DAVESMALL> okay, next -->

<BOBBRODIE> Nathan, I am very impressed with what I have seen of Calamus. But have a large investment in some other DTP programs... Would you be willing to release your file format so others could pursue the conversion utility? We have several competent programmers in our group that would be willing to work on a PageStream/TimeWorks/ Fleet Street utility.

<[Nathan] ISD> At this time, that is not a possibility, sorry.

<BOBBRODIE> Thanks. OK Jeff, thanks a lot.

<JEFF.W> Well, this has been an exceptionally long RTC, but it has also been very informative! We've run out of questions and I applaud the stamina of our friends from ISD!

<JEFF.W> Let's bring this to a close, but first, any parting shots from Nathan, Shawn, and Julius?

<[Nathan] ISD> Again, it has been our pleasure to be here. It is just as interesting to us. I hope to type to you all again. You know where we'll be.."SET 16" in the Atari ST RT. Thanks everyone.

<[Nathan] ISD> Thanks especially to Jeff. Great job!!

<JEFF.W> <Thanks!>

<JEFF.W> By the way, Julius, you know you are missed by all the developers out here in Online-Land, don't you?

<JEFF.W> Best of luck to you with ISD, Julius!

<JEFF.W> And many thanks to ISD!

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> Atari Stock ~ STReportâ ¢
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                                            THE TICKERTAPE
                                            ==============

by Glenn Gorman

    Atari Stock dropped 1/8 of a point on Monday, 1/4 on Tuesday, 1/8 on
Wednesday. On Friday it rose 1/8 of a point. Finishing up the week at 8
points. Down 3/8 points from last Friday.

                                                    Glenn Gorman

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                    +---------------------+
                    |  ATARI STOCK WATCH  |
                    | Week 07-10 to 07-14 |
+=======+==========+===========+============+===========+=============+
|       |  Monday  |  Tuesday  |  Wednesday |  Thursday |   Friday    |
+-------+----------+-----------+------------+-----------+-------------+
| Sales |   392    |    532    |    1996    |    1674   |    831      |
+-------+----------+-----------+------------+-----------+-------------+
| Last  |  8 1/4   |   8 ---   |    7 7/8   |   7 7/8   |   8 ---     |
+-------+----------+-----------+------------+-----------+-------------+
| Chg.  |   -1/8   |    -1/4   |    -1/8    |    ----   |   +1/8      |
+=======+==========+===========+============+===========+=============+
| From > THE CAVE ST BBS <> 609-882-9195 <> 300/14400 HST <> F-NET #351 |
+=====================================================================+
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> SAME OLD TUNE?  STR Spotlightâ ¢    "Those oldies but not so goodies"....
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                                    A VIEW FROM THE MUSHROOM PATCH!
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by R. F. Mariano

Week after week, we wait and listen to the promise of things to come.
Sorry guys, somebody is starting to turn the lights on and many of the
good folks out there who have been waiting the good wait are themselves
running out of patience.

The time has come:

          STOP TELLING US ALL ABOUT THE LABOR...SHOW US THE BABY!!!

     Even we are finding ourselves asking this question, yet we know things
are in the works.   Sure it's easy to say .."let's wait and see", and by
all reason we should. It's just so darn difficult.

       The big question however.. Is Atari interested in what the users are
saying?   We feel that a majority of the 'overly outspoken types' become
such as a result of frustration with the 'oh so very slow' response time
we see from Atari.   Without a doubt, each and every person expressing
concern from the 'excitable' to the 'cool, calm, deliberate analyst' needs
to be respected for being concerned and above all else, paid attention to.

     To belabor the point about; "When is Atari going to do something" is
really moot. In reality, telling us now that there is a big push planned
for Christmas is ok, but...   Considering the decent folks Atari has
online, it must be agonizing for them to get online and have to continue
to preach "have blind faith", "keep the faith", "think the good thoughts"!
Hmmm, this sort of stuff should be called the "beatitudes" of Atari.

     The "braintrusts" have decided that; "we shall talk of no machine or
innovative idea before it's time" ..an excellent concept, in fact, one if
used properly, can establish a highly accurate and regular flow of
information.   Atari, however, seems to have misplaced one major element.
The popular names for it are: 'leader info', 'preliminary info' and
advance information. Recently, we have been hearing the name SHAIT-DAY
trickling across the wires....   This is a bombshell!   This is the
advertising and consulting firm that put Apple on the map in 1984.
Perhaps, the "NEW PAGE" in Atari's future has finally been turned!

       We are confident, since hearing of the new and very professional
agency representing Atari, that by year's end, Atari will be in a
leadership position in this market. Remarkably, we feel it's not too late
to realize any solid benefit of this Christmas' Sales opportunities.

     We at STReport, although having been critical of Atari in the past,
have for the last few months, APRIL - JULY, been asking that the userbase
exhibit patience and allow Atari and Sam Tramiel an opportunity to deliver
all that was promised at the beginning of this year.   (TWO online
conferences [CIS & GEnie] where certain dates and PROMISES were made).
We have been down primrose lane a time or two, so it's somewhat
recognizable.   We do feel Atari will deliver later this year and that the
"big" year for Atari will actually be a span of time bridging 1989 and
1990. With 1990 and on being the years of real growth. Now, if only we
were able to see "some light" at the end of the tunnel....By the way, who
said.. "ATARI HAS ONLY TWO COMPETITORS   ...APPLE AND IBM!"???

MaxWell CPU Introduces GoGo-ST and the MegSTender!!

MaxWell C.P.U. (Computer Products Unlimited) has announced their
first commercial software product, GoGo-ST. GoGo-ST is a utility designed
to make running any of your programs a single mouse click operation.

Built around a GEM interface, GoGo presents the user a window with
15 selection boxes and the ability to load any program name into the boxes
and save these programs as a list.   To run a program one simply clicks
once on the program box and the program is executed.   On completion, the
user is returned to GoGo-ST. Desktop accessories are accessible from GoGo.

Valuable clock functions have been built into GoGo-ST, the
simplest of which is a digital clock which updates every minute. The date
and time are editable. There is also a LOG function which keeps track of
the time you have spent in each program. When you are finished for the
day, simply choose to print the LOG information to your printer, to screen
or to a disk file.   Desktop publishers, program developers, users who
apply the ST for commercial applications will find   this function
particularly useful for maintaining records of their activities.

For the true Power User, one can create lists of programs with
each list holding programs with a common purpose, e.g., one list of your
communication programs and dearcing programs, another list with your
desktop publishing programs, and yet another with your program development
files.   And, GoGo-ST allows the user to quickly scroll(using the up/down
arrows) through each list. As each list is picked its contents is loaded
to the window's 15 selection boxes. This is true Arnold Schwarznegger
power; the user could quickly access over 1000 programs. There is also a
FIND function that will search the program lists for any length character
string.

GoGo-ST presents another tilt on getting the user quickly into
production gear. Rather than click on a program name to run it, the user
can choose to create lists of work files (*.TXT, *.DOC, *.PI1, *.C, etc.)
and click on the work file name instead.   The work file's associated
program - the program used to create it, will run and the work file will
be automatically loaded into the program. Now programmers with GoGo-ST can
make lists of their program source codes in development and quickly load
the file into their favorite editor. MIDI users can create lists of their
music files for easy loading into their music programs. Writers can make
lists of their active document files to load with no fuss into a word
processor.

The developers wanted to keep the program straight forward, to not
clog the basic purpose of the program (to select and run a program quick)
with features upon features.   Yet, this is a program with powerful
functions and a useful mission. Once on your Atari, you'll wonder how you
ever got along without it.   The Atari ST community will be pleased to
receive a new third party developer, MaxWell C.P.U. (Computer Products
Unlimited) and its first commercial software product, GoGo-ST. GoGoST is
offered by MaxWell C.P.U. for $34.95.

The MegSTender is an extension cord for the Mega ST keyboard and is
being offered in lengths of 6, 8, 12 and 25 feet. Regular phone line will
not work as an extension; however, with MegSTender, Mega ST owners can
leave their CPU case and video in one locale and simply move the keyboard
to a more desirable location; valuable   with VideoKey or in MIDI
applications. 25 feet starts at $24.95. MaxWell C.P.U.

                    (Computer Products Unlimited)
                          507 W. Baseline
                          Lafayette CO 80026
                     (303)665-4849, BBS (303)666-4470.

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> ST REPORT CONFIDENTIALâ ¢
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- San Francisco, CA.   ***** The Grand Revelation is Coming? *****

    Sam Tramiel is alleged to be prepared to tell all about the future of
Atari Corporation this September, along with complete info on the Atari
STacy, Portfolio and their planned futures. However, the best thing is he
will "finally go into depth" in explaining the TT and TTx.   Regarding the
TTx, there is one plus, the machines will have SCSI ports, another, they
will have Ethernet LAN ports, which is very important, along with VME bus
slots, 'very popular'.   The TT will have a 68030 chip, and it will be
compatible with the existing ST's because of TOS 1.4 which will be
included in the ROMS. However, it will be expensive.

- Sunnyvale, CA.   ***** The "HOT ROD" ST or Amiga Killer *****

    The big "mystery machine" the ST-Plus is about to be unveiled, well it
seems STart magazine (Sept. '89) will have complete info on this baby.
Also, if you do get a Mega, Fast Technologies is planning to release a
68030/68882 board for the ST/Megas which will use the Turbo 16 Mhz
Accelerator board with 32k fast ram cache as a base. That way, you can
also get 68030 power. AND ..remember you saw it here first   over four
months ago, There are STRONG rumors of an ST-Plus with 4096 color palette,
TOS 1.4, 8 channel stereo sound, and one to four mb of ram!

- San Francisco, CA.   ****** 520stf ABOUND AT PRICE CLUB! *****

    In a not so surprising discovery, we found that the Atari 520stf is

being sold in very respectable numbers through a mass merchandiser at a
good price. It's about time! With this low end machine being circulated,
it is sure to generate a strong interest in the "better" Atari computers
and thus help in expanding the market in general.   This move also should
help dealers nationwide in overcoming the "computer recognition" stigma.

- New York City, N.Y.   ***** 16mhz Heaven or Boondoggle? *****

    Amazingly, we find folks who, by day, are meat market managers,
freight shipping dispatchers, agriculture engineers etc... and at the
exact moment that they sit down in front of the ST they become full blown
Electronic Engineers and Expert Software Engineers. ("sly old grin") "Can
you image the power of this computer being that strong?" Actually, we are
leading up to the revelation that one of the major magazines is about to
release the real "skinny" about ALL the accelerators, (SEPT.'89), becoming
available in the ST marketplace.   We are told this comparison will be
"ultra fair" and allow all the upgrades to begin at an equal level. Right
Alex? (All using the _same_ TOS version and blitter chip in the _same_
machine).   Hopefully, this will put an end to incessant flow of formulae
and "expert" opinions on which is best. Actually, the best accelerator is
the accelerator suited to the each user's particular needs and budget.

- Boston, MA.   ****** ATARI ADDS DOZENS OF NEW DEALERS! ******

    According to ultra reliable sources, the recent tour by Mike Dendo
along the east coast etc.. has been highly successful.   It appears that
Atari has added well over 60 dealers in the last few weeks.. The
monumental push certainly appears to be on. Look out IBM, Apples are only
for dessert!

- Cambridge, MA.   ***** FAST ANNOUNCES RELEASE OF BLITTER UPGRADE! *****

    Fast Technology Inc. has announced the release of it's NEW BLitter
upgrade. "This is a simple installation, it readily fits in those
machines which have no blitter chip", reports Jim Allen, CEO. He further
stated the upgrade is $49.95 plus shipping.   The customer supplies the
Blitter chip.

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> A "Quotable Quote"â ¢
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"Throughout recorded History, only Fools have rejoiced when
the King slew the messenger who brought unhappy news"

"ATARI IS BACK!"